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Subject: Rename vehicles/other stuff?

Posted by [BabyCatjuhh](#) on Mon, 14 Jun 2004 18:42:42 GMT

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TiduGo to Buildings > (building) and put in that file in the building folder and put it into the map. Just putting in the building model in gmax is half of it. the building controller is needed in the map. just put teh controller near the building and in the properties there you can edit the name. Eh.. I mean in an EXCISTING map NOT a selfmade one.. I said this before :/

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